2: Gamble S-5 (1926-1933)1954 AF12 North China AF12

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dried leaf prepared for smoking cost from 20 to 25 cents per catty. Cigarettes were priced from 5.5 to 6.0 cents per box of 10. The wholesaler who handled all the cigarettes for Ting Hsien reported the monthly consumption as some five million cigarettes and the annual expenditure as some $200,000. This would be an average of some fifty cents per capita, a very much higher figure than the 6.5 cents per capita of our family budget study.

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Date wine cost 16 cents, "tea" (white) wine 25 cents, and yellow wine more than 40 cents a catty. Bottled native wines were priced at more than 30 cents per bottle. The home industry report gives the family wine production as 35,000 catties of date wine and 106,670 catties of white or tea wine. The prices were given as 10 and 15 cents per catty.

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Opium was used by only a very few families. Its cost was some $4.00 to $5.00 per ounce. The average user was said to spend from $7.00 to $8.00 per month.

524

Children, both boys and girls, had a large number of individual, team, and group games. Kites were flown by some of the boys, generally about the time of the Spring Festival. Hop-scotch and jacks, with the jack stones and "ball" made of stone or brick, were popular with the girls.

Small children, standing in a circle, played drop the handkerchief, the cat catching the mouse, the hawk chasing the sparrow. In a variation of this type of game the runner, if he is caught, is made to kneel down and kotow three times to the sun. If there were as many as 14 in the group the game might be "Eagle and Bird". One eagle and four birds are chosen. The others make three "nests" (circles), in which a "bird" can rest. The bird left outside the nest is pursued by the eagle. When tired or about to be caught a "bird" can run into any one of the nests. The "bird" then in the nest must run out immediately to be pursued by the eagle. When the eagle catches a "bird" the game is stopped and as punishment the "bird" is asked to bow to the eagle.

Sometimes the game is for a blindfolded hunter to chase a hare inside a circle. When the hunter says "one" the hare must say "two" so the hunter may locate him. In a similar game the blindfolded player is required to catch the player who has come up on tiptoe and touched or hit him. In another game a blindfolded player is required to recognize the other players from sounds they make and from the description given him of what they are doing, the gestures they are making.